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**1 High dynamic range imaging**

 Paul Debevec, Erik Reinhard, Greg Ward, Sumanta Pattanaik  
August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**
**Publisher:** ACM Press

 Full text available: [pdf\(20.22 MB\)](#) Additional Information: [full citation](#), [abstract](#)

Current display devices can display only a limited range of contrast and colors, which is one of the main reasons that most image acquisition, processing, and display techniques use no more than eight bits per color channel. This course outlines recent advances in high-dynamic-range imaging, from capture to display, that remove this restriction, thereby enabling images to represent the color gamut and dynamic range of the original scene rather than the limited subspace imposed by current monitor ...


**2 Facial modeling and animation**

 Jörg Haber, Demetri Terzopoulos  
August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**
**Publisher:** ACM Press

 Full text available: [pdf\(18.15 MB\)](#) Additional Information: [full citation](#), [abstract](#)

In this course we present an overview of the concepts and current techniques in facial modeling and animation. We introduce this research area by its history and applications. As a necessary prerequisite for facial modeling, data acquisition is discussed in detail. We describe basic concepts of facial animation and present different approaches including parametric models, performance-, physics-, and learning-based methods. State-of-the-art techniques such as muscle-based facial animation, mass-s ...


**3 The contour spectrum**

 Chandrajit L. Bajaj, Valerio Pascucci, Daniel R. Schikore  
October 1997 **Proceedings of the 8th conference on Visualization '97 VIS '97**
**Publisher:** IEEE Computer Society Press

 Full text available: [pdf\(828.51 KB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)
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**Keywords:** real-time quantitative query, scalar data, user interfaces, visualization

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